

Amendments to the Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

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Claims 1-18 and 20-25 have been cancelled. Claim 19 has not been entered. Claim 26 has been added.

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Listing of Claims:

Claims 1-18 (cancelled)

Claim 19 (not entered).

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Claims 20-25 (cancelled)

Claim 26 (new): A method for playing a simulated football board game played by opposing board game players managing combinations of offensive and defensive strategy options of a plurality of opposing simulated football team players on a board game simulated football field during at least four time limited timed periods of the simulated football board game, each time limited timed period of the at least four time limited timed periods of the simulated football board game limited to a not to exceed cumulative runtime and comprising a plurality of time sensitive game plays resulting in a plurality of game play winners and a plurality of game play outcomes achieved by the opposing board game players, the simulated football board game resulting in a simulated football game winner based upon at least one final score achieved by at least one of the opposing board game players, comprising the steps of:

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(a) starting the simulated football board game by:

(a1) selecting, by the opposing board game players, an offense game player and a defense game player from the opposing board game players;

(a2) starting a time limited timed period of the at least four time limited timed periods, using a game clock;

(a3) starting a time sensitive game play of the plurality of time sensitive game plays, using a play clock;

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(b) for the each time limited timed period of the at least four time limited timed periods:

(b1) for each time sensitive game play of the plurality of time sensitive game plays:

10 (b1a) limiting maximum time of the each time sensitive game play of the plurality of time sensitive game plays to a predetermined time interval, and:

(b2) selecting, by the opposing board game players, opposing game play strategies, comprising selecting opposing game play strategy cards

15 comprising opposing game play strategy play types,

the opposing game play strategy cards comprising a plurality of game play strategy instructions, at least one of the game play strategy instructions comprising directions to proceed to at least one game play strategy look up table comprising at least one additional instruction

20 tabulated according to the opposing game play strategy play types, comprising:

(b2a) selecting, by the selected offense game player an offensive game

play from a group of offensive strategy play cards,

each offensive strategy play card of the group of offensive strategy

play cards comprising at least one offensive game play

5 instruction,

at least one offensive strategy play card of the group of offensive

strategy play cards comprising directions to proceed to at least

one offensive look up table comprising at least one additional

offensive game play instruction tabulated according to offensive

10 game play strategy play types and defensive game play strategy

play types and cross referencing the defensive game play strategy

play types to the offensive game play strategy play types;

(b2b) selecting, by the selected defense game player a defensive game

play from a group of defensive strategy play cards,

15 each defensive strategy play card of the group of defensive strategy

play cards comprising at least one defensive game play

instruction,

at least one defensive strategy play card of the group of defensive

strategy play cards comprising directions to proceed to at least

20 one defensive look up table comprising at least one additional

defensive game play instruction tabulated according to the

defensive game play strategy play types and the offensive game

play strategy play types and cross referencing the offensive game
play strategy play types to the defensive game play strategy play
types;

(b3) determining the game play winner and a game play loser, using dice;

5 (b4) determining the game play outcome, comprising:

(b4a) implementing the selected game play instruction of the selected
opposing game play strategy card of the game play winner;

(b4b) implementing any of the at least one additional instruction,
comprising:

10 (b4b1) selecting the at least one game play strategy look up table
from the group consisting of the at least one offensive look up
table and the at least one defensive look up table according to
the game play winner, the game play winner from the group
consisting of the offense game player and the defense game
15 player;

(b4b2) looking up a game play winner selected game play strategy
play type cross referenced to a game play loser selected game
play strategy play type tabulated in the selected at least one
game play strategy look up table;

20 (b4b3) proceeding to implement the at least one additional
instruction;

(b5) restarting the time sensitive game play of the plurality of time sensitive game plays, using the play clock.